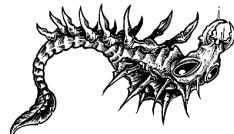


### Boss table (d6)

1	<p><b>Mummy.</b> Level 5 undead, 4 life points, 2 attacks, treasure +2. Any character killed by a mummy becomes another mummy and must be fought by the party. Mummies are attacked at +2 by the Fireball spell. Mummies never test morale.</p> <p>Reactions: always fight.</p>
2	<p><b>Orc Brute.</b> Level 5, 5 life points, 2 attacks, treasure +1 but may not have any magic items, treat as 2d6 x d6 gold pieces instead.</p> <p>Reactions (d6): 1 bribe (50 gp), 2-5 fight, 6 fight to the death.</p>
3	<p><b>Ogre.</b> Level 5, 6 life points, normal treasure. Each hit from an ogre inflicts 2 life points of damage.</p> <p>Reactions (d6): 1 bribe (30 gp), 2-3 fight, 4-6 fight to the death.</p>
4	<p><b>Medusa.</b> Level 4, 4 life points, treasure +1. All characters at the beginning of the battle must save versus a level 4 gaze attack or be turned to stone. Petrified characters are out of the game until a Blessing spell is cast on them. Rogues add half their level to this save.</p> <p>Reactions (d6): 1 bribe (6d6 gp), 2 quest, 3-5 fight, 6 fight to the death.</p>
5	<p><b>Chaos Lord.</b> Level 6, 4 life, 3 attacks, 2 treasure rolls at +1. Before the fight begins, roll d6 to determine if the Chaos Lord has any special powers: 1-3 no powers, 4 evil eye (characters must roll 4+ or be at -1 on all defense rolls until the chaos lord is slain), 5 energy drain (any character taking a wound from the chaos lord must roll 4+ or lose 1 level), 6 hellfire blast (before combat, all character must roll 6+ or lose 2 life points; Clerics add ½ level to this roll). When you kill a chaos lord, roll a die; on a 5 or 6 a character of your choice finds a Clue (see p. 55)</p> <p>Reactions (d6): 1 flee if outnumbered, 2 fight, 3-6 fight to the death.</p>
6	<p><b>Small Dragon.</b> Level 6, 5 life points, 2 attacks, 3 treasure rolls at +1. On each turn of the dragon, roll d6, on a 1 or 2 the dragon breathes fire, inflicting 1 life to all characters who fail to save versus level 6 dragon breath (each character adds ½ level, rounded down). If the dragon does not breathe, he bites 2 random characters. Small dragons are never met as random monsters.</p> <p>Reactions (d6): 1 Sleeping (all characters can attack at +2 on their first attack), 2-3 bribe (all the gold of the party, with a minimum of 100 gold or one magic item), 4-5 fight, 6 quest.</p>

*Keep a tally of how many minion encounters you have. Surviving 10 encounters with minions gives you one XP roll at -1.*



1	power of his built-in charge, the first defense roll against a minotaur is at -1. Minotaurs have halflings (actually, they love to eat them).
2	loses his armor, shield, main weapon, or 3d6 gp, in this order. Reactions (d6): 1 flee, 3-2 bleed (d6 gp to distract the creature; may not fool the creature with gold) (d4-6 flight).
3	instead of performing its multiple attacks. All characters must save the chimera's turns, roll d6. On a 1 or 2 the chimera breathes fire
4	beginning of the battle must save versus a level 4 gaze attack or lose 1 life.
5	unless they cast a fireball spell to burn the webs.
6	poisons, weapons, gems, coins (in bundles of 10 gp each), if the gremils steal all of your equipment, they will leave a thank you message that is impossible to fight them. Encountering them gives no XP roll
7	Reactions: always flight.
8	invisible gremils. The party stumbles upon a band of gremils who steal d6-3 objects from the party. You must surrender objects from any of your characters in this order of preference: magic items, scrolls,
9	potions, weapons, gems, coins (in bundles of 10 gp each), if the gremils steal all of your equipment, they will leave a thank you message that is impossible to fight them. Encountering them gives no XP roll
10	Reactions: always flight.
11	Reactions (d6): 1 bleed (5d6 gp), 2-6 flight.
12	Reactions (d6): 1 flee or lose 1 life.
13	iron eater. Level 5, 4 fire, 3 attacks, no treasure. Defense rolls against armor count.) If the monster hits, the character takes no damage but
14	Reactions (d6): 1 flee, 3-2 bleed (d6 gp to distract the creature; may not fool the creature with gold) (d4-6 flight).
15	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
16	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
17	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
18	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
19	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
20	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
21	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
22	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
23	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
24	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
25	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
26	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
27	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
28	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
29	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
30	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
31	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
32	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
33	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
34	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
35	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
36	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
37	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
38	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
39	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
40	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
41	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
42	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
43	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
44	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
45	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
46	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
47	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
48	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
49	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
50	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
51	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
52	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
53	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
54	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
55	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
56	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
57	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
58	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
59	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
60	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
61	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
62	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
63	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
64	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
65	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
66	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
67	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
68	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
69	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
70	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
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72	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
73	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
74	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
75	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
76	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
77	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
78	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
79	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
80	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
81	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
82	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
83	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
84	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
85	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
86	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
87	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
88	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
89	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
90	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
91	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
92	Reactions (d6): 1-2 bleed (d6 gp), 3-4 flight, 6 flight to the death.
93	Reactions (d6): 1-2 bleed (d

Weird monsters are equivalent to bosses. Defeating a weird monster gives one XP roll.

1	at -1. Minotaurs have halfings (actually, they lose to eat them).	Reactions (dp) 1, 3-2 (dp) 6 (gp), 4-1 (gp), 6 (light to the death).	Iron Eater. Level 3, 4 life, 3 attacks, no treasure. Defense rolls against iron eater do not give bonus from heavy armor (shield and light armor count). If the monster hits, the character takes no damage but loses his armor, shield, or 3d6 gp, in this order.	Reactions (dp) 1 life, 2-2 (dp) 6 (dp) 6 to distract the creature; you may not fool the creature with tools (gold), 4-6 (light).	<b>Chimera.</b> Level 5, 6 life points, 3 attacks, normal treasure. On every 3rd of the chimera's turns, roll d6. On a 1 or 2 the chimera breathes fire instead of the chimera's multiple attacks, all characters must save versus level 4 fire or lose 1 life.	Reactions (dp) 1, 1b (dp) 5 (gp), 2-6 (light).	<b>Caroleeps.</b> Level 4, 4 life points, treasure +1. All characters at the beginning of the battle must save versus level 4 gaze attack or lose 1	<b>Giant Spider.</b> Level 5, 3 life, 2 attacks, 2 treasure rolls. Characters take a normal must save versus level 3 poison or lose an additional life. Due to the spider's webbing, the party may not withdraw from this fight unless they cast a fireball spell to burn the webs.	Reactions: always fight.	<b>Invisible gremlings.</b> The party stumbles upon a band of gremlings who steal 6d-3 objects from the party. You must surrender objects from any of your characters in this order of preference: magic items, scrolls, potions, weapons, coins (in bundles of 10 gp each). If the gremlings steal all of your equipment, they will leave a thank you message that counts as a clue (p.55) The gremlings have no combat eats because it is impossible to fight them. Encountering them gives no XP (roll 1).
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**Weird Monsters table (d6)**